

REMARKS

Favorable consideration and allowance of claims 1 and 4-9 are respectfully requested in view of the foregoing amendments and the following remarks. Claims 2 and 3 are canceled herein.

Claims 1, 2, 4-7 and 9 were rejected under 35 U.S.C. § 102(b) as being anticipated by Sung et al. (US 5,594,660). Claims 3 and 8 were rejected under 35 U.S.C. § 103(a) as being unpatentable over Sung et al. Applicants respectfully traverse the rejections as set forth below.

Claim 1 is amended herein to further define the lip sync compensator. Support for the amendments to claim 1 can be found in Applicants' specification at p. 7, line 15 – p. 8, line 9, for example. Applicants submit that Sung et al. fails to teach or suggest the lip sync compensator of amended claim 1, which recites the following:

a lip sync compensator for compensating lip sync between the audio data and the visual data by shortening the reproducing period of data in a first visual data pack in each VOB (Video Object Unit), which includes a combination of visual data of a plurality of pictures, included in the decoded visual data which is reproduced at the moment, as compared to the reproducing period of other visual data packs in the same VOB, when the reproduction of the audio data goes ahead of the reproduction of the visual data by the period equal to or larger than the first predetermined period, and repeatedly shortening the reproducing period, thereby gradually reducing a time delay between the reproduction of the visual data and the reproduction of the audio data.

According to amended claim 1, when the reproduction of the audio data goes ahead of the reproduction of the visual data by the period equal to or larger than the first predetermined period, the lip sync compensator shortens the reproducing period of data in the first visual data pack in each VOB. Since the time period shortened by such a compensation process is relatively short, the lip sync compensator repeats the compensation processes until the time delay between the reproduction of the visual data and the reproduction of the audio data becomes smaller than the first predetermined period. According to amended claim 1, the time delay (lip sync) between the audio signal and the video signal is gradually reduced, and thus the user is rarely aware that the lip sync is being compensated, thereby improving the user's viewing/listening experience.

In contrast, Sung et al. discloses a conventional multimedia system in which the lip sync phenomenon is compensated by skipping the video frames when a value which is obtained by subtraction of VPTS (Video Presentation Time Stamp) from APTS (Audio Presentation Time Stamp) is larger than SCR (System Clock Reference), or by repeating the video frames when the value of the subtraction of VPTS from APTS is smaller than SCR. *See, e.g., col. 6, line 1 – col. 7, line 51; col. 10, line 51 – col. 11, line 29.* Skipping and/or repeating video frames, however, do not correspond to shortening of the reproducing period of data in the first visual data pack in each VOB. Accordingly, Sung et al. discloses neither shortening of the reproducing period of data in the first visual

data pack in each VOBUs nor repeating the shortening process so as to reduce the time delay between the audio data and the visual data when the reproduction of the audio data goes ahead of the reproduction of the visual data by the period. Therefore, amended claim 1 is patentable over Sung et al.

Claims 4-9 are patentable, at least because of their dependence from claim 1.

If there are any questions regarding this amendment or the application in general, a telephone call to the undersigned would be appreciated since this should expedite the prosecution of the application for all concerned.

If necessary to effect a timely response, this paper should be considered as a petition for an Extension of Time sufficient to effect a timely response, and please charge any deficiency in fees or credit any overpayments to Deposit Account No. 05-1323 (Docket #010482.52753US).

Respectfully submitted,

August 21, 2007



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